UTOPIA GRAPHIC TABLET SYSTEM
C2H0005 MASTER
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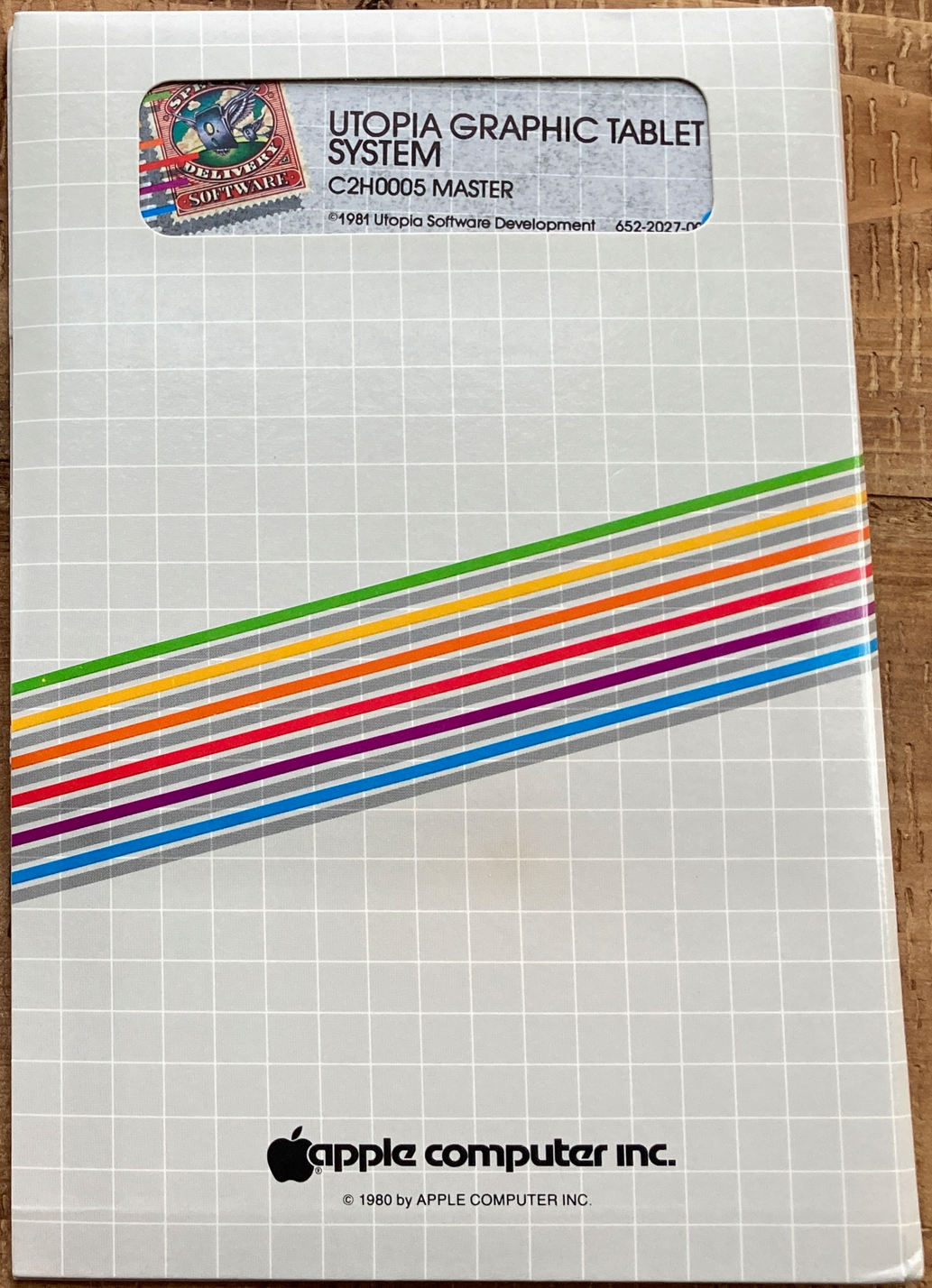
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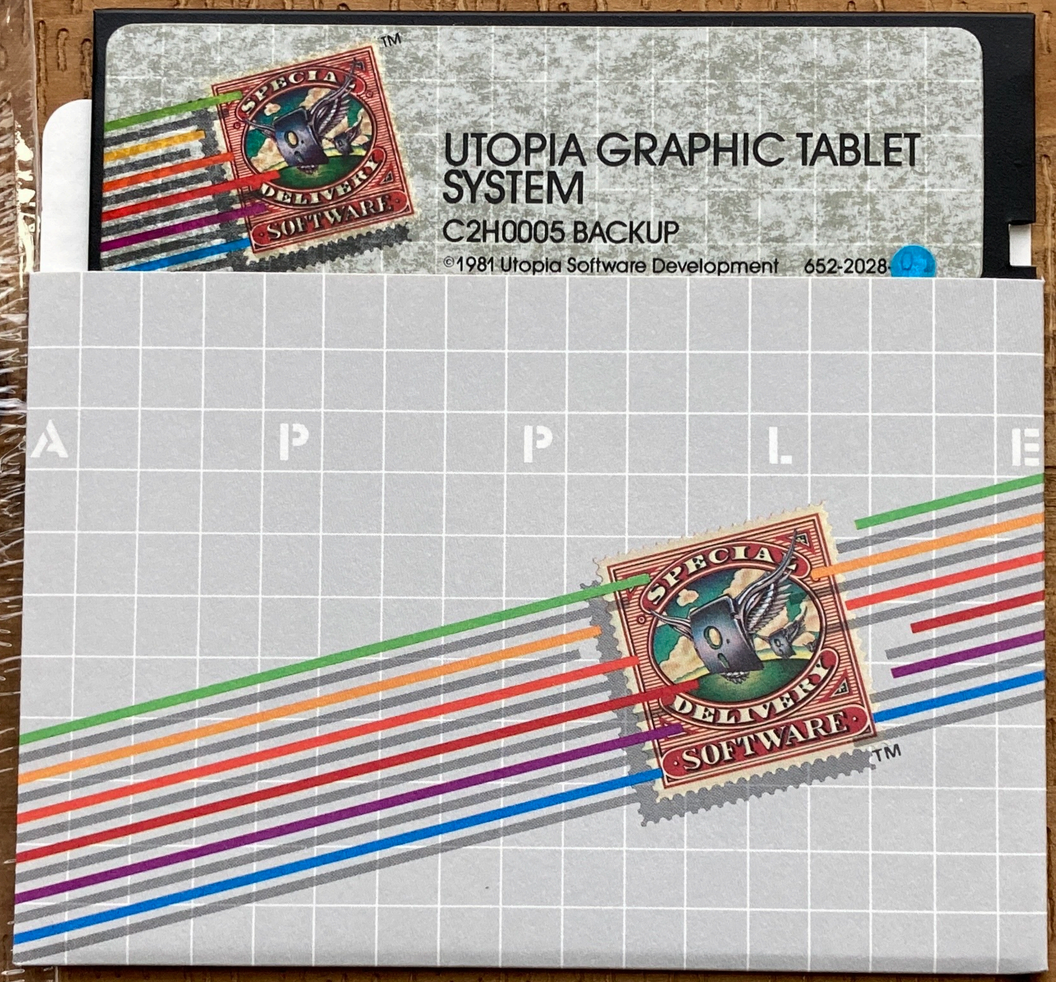
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Shaper

The Shaper allows you to interactively define shapes, name theM and store theM in tables of up to 20 shapes, save and recall named tables and paint with the shapes in the same way you can with the pre-defined shapes in Paintbox. Each shape table is 2000 bytes long, allowing you define shapes of up to 2000 diagonal points or over 4000 horizontal and vertical points!

New Table: When you first enter the program there is old data and garbage in the table area. This command clears the table and sets up an index at the beginning. After a wait of about 10 seconds, you are returned to the main menu.

Old Table: Press here and a directory of previously saved tables is displayed. After a choice is made, the table and its directory of names are loaded and the main menu is displayed.

Paintbox: This is the same as Paintbox (available from the system menu) without the Special Options or Filigree functions but with one additional feature. When the palette is displayed, there are two boxes labeled "XDRAW" and "XPAINT". XPAINT is the same function that appears on the other Paintbox palette. XDRAW XOR's the shape once when the pen is pressed and not again until the pen is lifted and pressed again. With this feature you can draw a shape and then "undraw" it by centering the cursor over it and pressing.

Design: If you have just entered the program and there is no table loaded, this function first does a "New Table" and then displays a directory of shapes (if an old table is loaded then it's shape directory is displayed). Next to each entry there is a number: "50 pts." for the first ten entries, "100 pts." for the next five and "200 pts." for the last five. These numbers are not limits but "boundaries" ("pts." are the number of diagonal points). Shapes can be longer than these boundaries , even as long as the entire table if desired. Choose an entry, give it a name when requested (or press RETURN to reuse the old name and edit the old shape) and you will be set to design.

Design shows you a blank screen with a dot in the middle (or a shape if you choose an entry that already has a shape in it), a flashing "tail" that indicates the end of the shape, and a command line at the bottom that reads "PLOT MOVE EDIT DONE". The -^^- under the word PLOT indicates that you are in plot mode. To change modes, center the cursor over the command and press. At the bottom center of the screen is a number that indicates how many bytes or diagonal points are contained in the shape. Whenever you PLOT or MOVE, the point counter is incremented accordingly.

Erase: This function converts any occurence of the selected color to "transparent". For example: you have just blown up a green circle on a black background. "Erasing" black will allow you to paint the green circle without painting the background as well.

Rectify: To compensate for the Apple's tendency to only plot certain colors in certain places, "Rectify" doubles the width of colored lines on the lo-res screen. It is not advisable to rectify the screen before saving it, as it can't be un-rectifyed.

Disk: There are four disk-related commands available:

Load Directory: This command loads the directory of a non-system disk used for saving brushes.

Create Directory: This function creates a new directory on a non-system disk.

Save: First the current directory is displayed. After you choose a "slot" the system asks you for a name (10 characters or less) for the brush. Type in the name, after which the brush is saved and the directory is updated.

Dump: Lets you erase a brush from the disk and remove the name from the directory.

Menu: This command returns you to the main menu (Paintbox).

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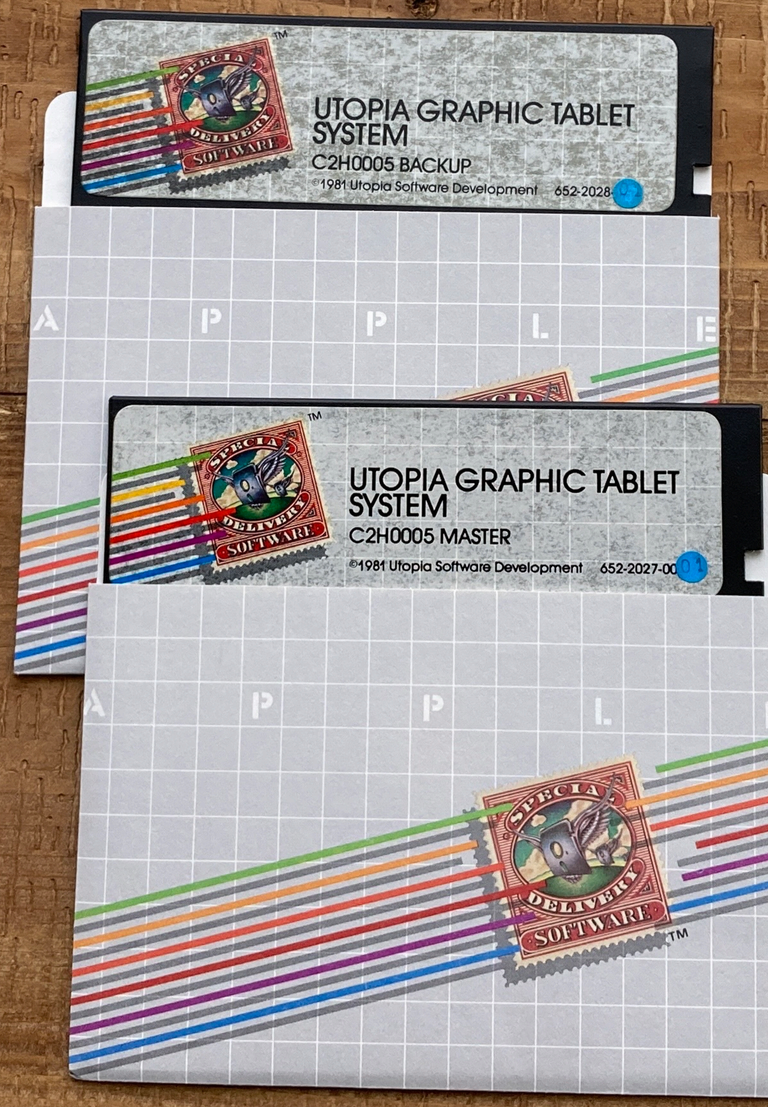
PLOT- By pressing the pen down in the area above the command line, you determine the direction in which dots are added to the shape. If you move the cursor to the top of the screen (without going out of the screen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